

GAME DESIGN #5

INTERFACE, HUD & FLOW CHARTS

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INDEX



1. GAME INTERFACE → 2. GAME STATES DEFINITION → 3. MAIN FLOW CHART

1. GAME INTERFACE

- TITLE SCREEN.
- MAIN MENU.
- IN-GAME INTERFACE. (HUD).
- PAUSE MENU.
- OPTIONS MENU.
  (ACCESSIBLE FROM MAIN MENU AND PAUSE SCREEN).

2. GAME STATES DEFINITION

- EXPLANATION.
- GAME STATES DEFINITION.
- GAME STATES FLOW CHART.

3. MAIN FLOW CHART

- DEFINITIVE FLOW CHART.
  (SCREENS & STATES MIX).

GAME INTERFACE

*GAME UNDER DEVELOPMENT. VISUALS AND INTERFACES ARE CONCEPTUAL AND MAY CHANGE IN THE FINAL PRODUCT.



TITLE SCREEN



- INFORMATION CHANNELS:
  - TEXT. (EXPLICIT).
  - SOUND WHEN PRESSING BUTTON. (IMPLICIT).

MAIN MENU



- INFORMATION CHANNELS:
  - ICONS & TEXT. (EXPLICIT).
  - SOUND WHEN PRESSING BUTTON. (IMPLICIT).

GAME INTERFACE

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IN-GAME

SCORE XXXXXX

GOOD!





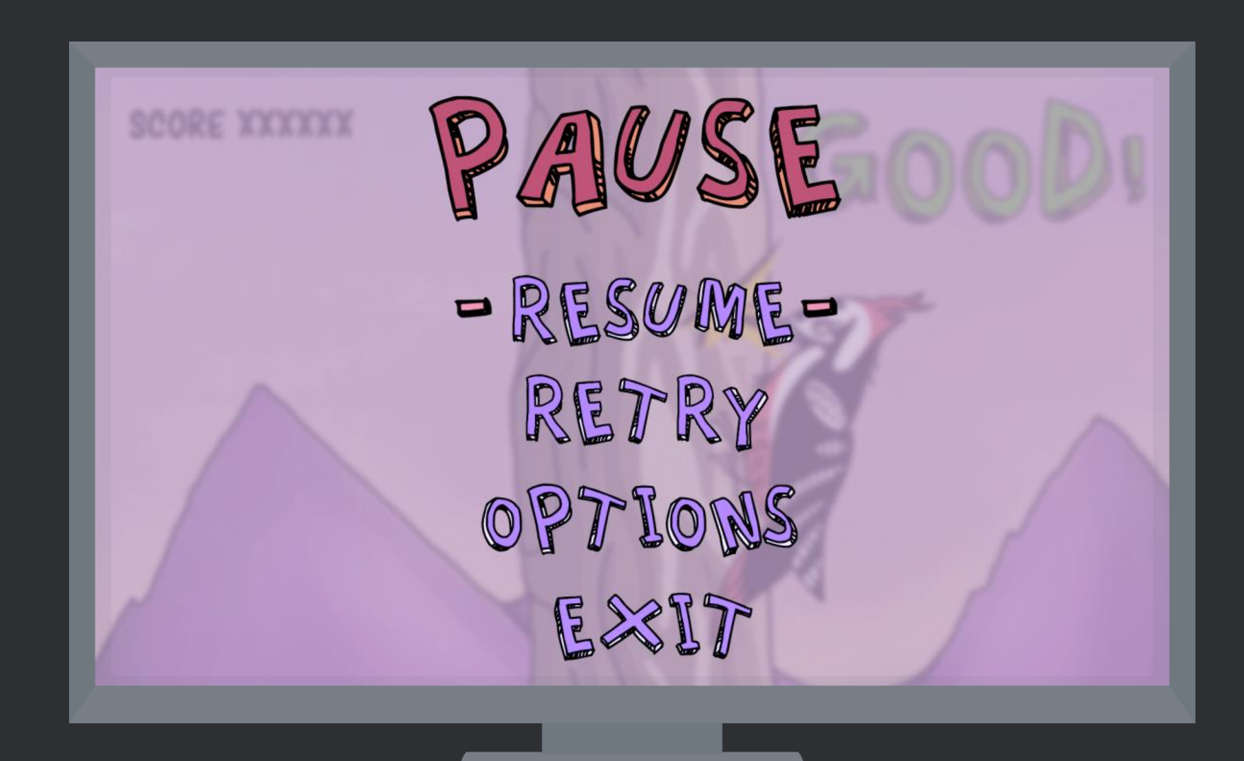
- INFORMATION CHANNELS:
  - TEXT. (EXPLICIT).
  - REAL-TIME ANIMATIONS. (EXPLICIT).
  - MUSIC BASS RHYTHM. (IMPLICIT).
  - SOUND WHEN BIRD PECKS. (IMPLICIT).
  - FEEDBACK SOUNDS. (IMPLICIT).

GAME INTERFACE

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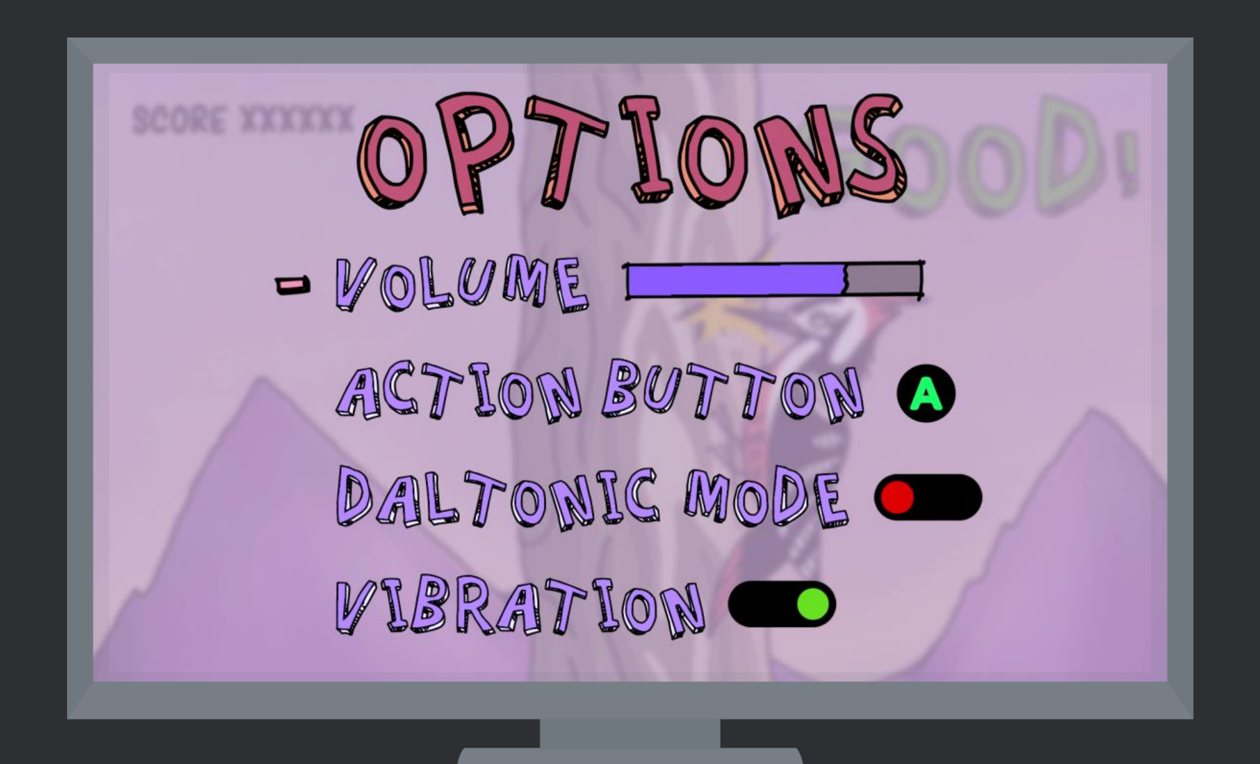


PAUSE SCREEN



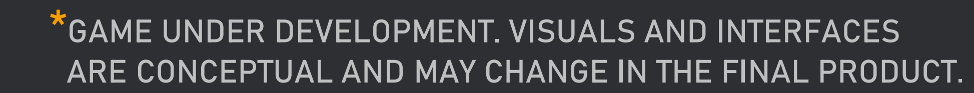
- INFORMATION CHANNELS:
  - TEXT. (EXPLICIT).
  - SOUND WHEN PRESSING BUTTON. (IMPLICIT).

OPTIONS SCREEN



- INFORMATION CHANNELS:
  - ICONS & TEXT. (EXPLICIT).
  - SOUND WHEN PRESSING BUTTON. (IMPLICIT).

GAME STATES

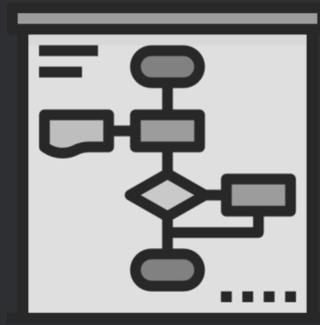




WHY DO WE NEED A GAME STATES FLOW CHART ?

- GAMES HAVE DIFFERENT NECESITIES.
- EACH GAME WORKS DIFFERENTLY.
- EACH GAME HAS DIFFERENT STATES.
- VERY USEFUL DURING TECH IMPLEMENTATION.





PROJECT BIRD GAME STATES

- PLAYING_VIDEO_STATE
- MAIN_MENU_STATE
- LOADING_STATE
- RUNNING_LEVEL_STATE
- UPDATING_SCORES_STATE
- PAUSE_STATE
- OPTIONS_STATE
- EXITING_GAME_STATE

FLOW CHART

*GAME UNDER DEVELOPMENT. VISUALS AND INTERFACES ARE CONCEPTUAL AND MAY CHANGE IN THE FINAL PRODUCT.



PROJECT BIRD'S BASIC FLOW CHART

FLOW CHART

*GAME UNDER DEVELOPMENT. VISUALS AND INTERFACES ARE CONCEPTUAL AND MAY CHANGE IN THE FINAL PRODUCT.



PROJECT BIRD'S COMPLEX FLOW CHART

SCORE_UPDATER
Main Menu
Player Last Score
Current Player Level

LEVEL
Pause
Score Updater
Current Score

PAUSE
Level
Main Menu
Options

OPTIONS
Pause
Volume
Action Button
Daltonic Mode
Vibration

MAIN_MENU
Level
Options
Exit Game
Bests Scores
Current Player Level

LOADING_SCREEN

PLAY_VIDEO_SCREEN

EXIT_GAME

- OTHER HELPFUL DIAGRAMS:
  - CLASS DIAGRAM. (PROGRAMMING).
  - ECS DIAGRAM. (ENTITY-COMPONENT-SYSTEM).
  - IMPLEMENTATION ORDER DIAGRAM. (PLANIFICATION).

THANKS!

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